First Star Software Presents:

by James Mangano

System Requirements

Atari® 400, 800, and XL Series Home Computers
32K RAM (min.) DISK/TAPE
16K RAM (min.) CARTRIDGE
JOYSTICK(s)—1 to 2

Atari 5200 Game System
JOYSTICK(s) 1 to 2

Commodore® 64 Computer
DISK/CASSETTE/CARTRIDGE
JOYSTICK(s) 1 to 2

Loading

Disk—Remove all cartridges. Computer should be off. Turn on the disk drive. When the busy light is out, insert disk with the label side up. Close drive door. Turn on computer.

Atari: Game will load and run automatically.

Commodore-64: Type LOAD "*",8 [RETURN]

Cassette—Remove all cartridges. Computer should be off. Place tape into the cassette recorder. Press *REWIND* to make sure tape is completely rewound. Press PLAY on the recorder.

Atari: While holding down the *START* key, turn the computer on. After a signal (beep), press *RETURN* on the computer. The tape will start to turn and load the program. After several minutes the game will run automatically.

Commodore 64: Type LOAD "*" [RETURN]

Cartridges—Turn off any peripherals. Place cartridge into the cartridge port and turn the computer on—the game will run automatically.

Function Keys

Atari:	Commodore:	Function:
START*	F1	= PLAY/START GAME
SELECT	F3	= CHOOSE SKILL LEVEL
OPTION	F5	= NO. OF PLAYERS 1 Player/1 Joystick 2 Players/1 Joystick 2 Players/2 Joysticks
SPACE BAR		= PAUSE (press again to resume play)

Atari:

OPTION = At any time will bring you back to the Option/Select screen.

* Press Joystick Trigger or START, when in Final Score screen, to restart at level previously selected.

Player Options

There are three different ways to play:

- 1 Player, 1 Joystick
- 2 Players, 1 Joystick
- 2 Players, 2 Joysticks

The game may be paused at any time during play by pressing the Space Bar, press again to continue play.

The Game

After loading you will see the title sequence. The playfield is comprised of a maze of squares that make up platforms. These represent the Zoo of the Future, where our two characters, FLIP the Kangaroo™ and MITCH the Monkey™, try to escape from captivity. Both want to get back to the circus, to see their friends—the Muscleman, the Lion, the Clown and all the others.

In order to escape from the zoo, FLIP and then MITCH alternately try to flip over all the indicated squares. Every 5th level this will activate the magic ladder, which leads them to the circus below. First you are FLIP the Kangaroo hopping from square to square, often with the Zookeeper™ in hot pursuit. Then the entire screen flips upside-down and you are MITCH the Monkey hanging from the underside of the maze, swinging from square to square. Sometimes the Zookeeper's Flying Net™ chases after you.

Objective

The objective is to play both characters, FLIP and MITCH, through as many levels as possible without losing all your chances or "tries". You begin the game with 5 tries and gain a bonus try after sucessfully completing a level.

Obstacles

Beginning at level 3, the Zookeeper is trying to prevent FLIP from escaping the zoo. Beginning in level 4, the Zookeeper's Flying Net is trying to catch MITCH. If either of them is caught a "try" is lost, but you are able to continue where you left off. Be careful of overstepping the maze and falling off, or you will lose another "try". There are sticky squares™ throughout the mazes that act like fly paper. If you are stuck, listen for the cymbal clash which indicates you are free to move. Once these squares have been used they are no longer "sticky". (See Strategy/Tips). Both the characters and the pursuers become stuck for less time as the levels increase.

The last obstacle is time. If the clock runs out before you have completed a level, you lose a "try" and the level starts over again. The clock is reset to the full time allowed for that level. More time is allowed for larger, more complicated levels. If the clock runs out on your last "try" the game will end.

Levels

There are a total of 36 levels in FLIP and FLOP™. At the start of a new level there is a drum roll as the pattern builds, then the clash of a cymbal and you're off! During the first 13 levels, the maze builds to its maximum size and can be selected by the player. From level 13 on, you must win to advance levels. The Zookeeper and his Flying Net become more and more aggressive in the higher levels. In some levels there are double patterns that must be completed. Each indicated square must be landed on twice. The first time you land on a square an "X" appears. The second time it will flip over. (See Strategy/Tips)

Scoring

You are awarded 25 points for each square flipped over. When a maze is completed you receive 5 points for each second of time remaining. The high score is displayed at the bottom of the screen for each round of play.

Intermissions

There are 7 animated reward intermissions, one every 5 levels. They show FLIP or MITCH back with their friends under the big top! You can press the fire button to abbreviate or skip over the intermissions.

Strategy/Tips

Learning: Levels 1 and 2 are small mazes without the Zookeeper and his Flying Net. Use these two levels to practice.

Optical Illusion: When you play level 2, and all even numbered levels, the entire maze flips upside down. There is a different illusion of perspective, as MITCH hangs from the maze.

Joystick: Hold the joystick controller diagonally, with the fire button facing the TV screen and use the stick naturally, looking at the screen action and forgetting about the joystick. After some practice you will find it easier to stay on the maze.

Crossing: The platforms can only be crossed where a ladder bridge exists. You cannot jump across the air to another platform.

Rapid Movement: For repeated moves along the same line of direction, press the joystick in that direction. In certain areas of the maze you can race across a platform, down a ladder and across another platform in one motion of the joystick. Careful, don't forget to stop!

Double Patterns: Some levels have double patterns. You must land on the indicated squares twice.

Sticky Squares: Use the sticky squares by luring the Zookeeper™ and the Flying Net™ onto them for a momentary reprieve of their chase. Be careful not to get stuck yourself. After a sticky square is used it becomes a normal blank square. At the higher levels (from 25 on up) there are no sticky squares.

Good luck!

Credits

The circus theme music was programmed by Jerry White, based on the original Julius Fucik composition "Entry of the Gladiators". Intermission graphics by Preston Stuart.

FIRST STAR SOFTWARE

22 East 41st Street
New York, New York 10017
212 532-4666

When being first counts ... we're number one!

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